

ST & AMIGA

LOADING - Insert Disk 1 into Drive and switch ON computer.

CONTROLS: Games are in Mouse Mode unless selected to
Joystick / Mouse

Press J. for Joystick, M for Mouse.

Once loaded press FIRE to pass through Opening Screens.

OPTION SCREEN: At the start of each game is a Comic Book Page - you may read the captions then
use the Joystick to continue to Game Screen.

Each game has an Icon Bank from which you can select Superman's strengths and fighting powers.

Icons available are: Flight, Heat Vision, Super Punch, Super Kick, Telescopic Vision, Super Breath

Selection of Icon is done with the Space Bar. Highlighting the Icon you want to use, at any stage of a game.
The Flight Icon is automatically selected for each game when Superman is activated into flight by the
Joystick.

All powers can exhaust Superman's energy levels. To replenish these levels will require a short waiting
time. During this waiting time other icons can be selected and used.

In all games Superman has three chances to complete his mission. Other Bonuses can be gained by
fighting, beating or destroying various objects and hazards, within a period of time or over a measured
distance.

THE GAME

Superman has been directed by Perry White to meet Professor Corwin at S.T.A.R. Laboratories urgently.
Flying from Metropolis, Superman encounters Darkseid's evil Para-Demons born out of The Boom Tube.
Darkseid has equipped some of the Para-demons with Concussion Cannons. These Cannons fire deathly
Concussion Clouds, which Superman must steer clear of at all costs to avoid a substantial drain on his
energy levels.

Icons Available - Flight, Heat Vision, Super Breath and Super Punch

After battling through the Para-demons on the way to meet the Professor, Superman gets a call from Perry
White to go immediately to "The Atlantis" anchored outside Metropolis Harbour.

On board The Atlantis Governor Lee and Lois Lane are being held hostage by fanatical terrorists.
Superman's job is to defeat the terrorists and free Lois and the Governor.

Icons Available- Flight, Super Punch, Super Kick, Super Breath and Heat Vision.

After leaving The Atlantis Superman reaches the S.T.A.R. Laboratories, where he meets the Professor who
tells him uncharacteristic seismic activity has been monitored by his scientists. The Professor must board
the Shuttle en route to the Star Lab Satellite where he must gather further valuable data on the natural
disaster imperilling the Planet. Professor Corwin asks Superman to escort the Shuttle through the violent
asteroid and Kryptonite storms which could riddle the space shuttle and possibly threaten the Professor's
life unless Superman is able to protect the Shuttle on it's journey.

Icons Available - Flight, Heat Vision, Super Punch and Super Breath

Kryptonite and Asteroids can both damage the Shuttle but only Kryptonite can hurt Superman.

Having reached the Star Lab Space Satellite, Superman must enter via the airlock and proceed to fly or run down the corridors to the Command Room. Once there, he must use his Heat Vision to melt the Defence Control Panel to halt the satellite's out of control Robot Defenders. The system recognises Superman but it incorrectly identifies him as an enemy intruder who must be stopped, by the numerous mutant robots. Superman can be zapped by the Robots into a flexible bubble that he can only destroy by kicking rather than using Heat Vision.

Icons Available - Flight, Heat Vision, Punch, Kick and Super Breath

Some Robots can be defeated easier by punching or blowing rather than using up your Heat Vision energy. Once the Defence Control Panel has been destroyed and the Robots made harmless - Professor Corwin sets to work analysing his data to discover where the problem is emanating from. But as he starts, he sees out of a window a massive asteroid storm heading towards the satellite which has already been damaged from a previous storm. Superman must fly outside and protect the satellite from the storm whilst the Professor sets about fixing the Satellite's shields and collecting data.

Icons Available - Flight, Heat Vision, Super Punch and Super Breath

Now that the Satellite has been made stable, Professor Corwin has been able to trace the geophysical disturbances to an unidentified Satellite Station that is sending out disruptive signals through the Com-Sat earth station receivers. The Professor gives Superman the co-ordinates of the malevolent Satellite and he must fly there and knock it off the air.

Leaving the Professor, Superman encounters Darkseid's Mini Robots. These Robots mutate from a Mother Robot, controlled by Darkseid, to try and stop Superman reaching the Lexcorp Station.

Icons Available - Flight, Super Punch, Super Breath and Heat Vision

On reaching the Station marked 'The Lexcorp', Superman is confronted by gunfire and heat seeking shells. He has to defeat the Station, destroy the shell ports and the gun turrets then using his telescopic vision search the ship for the devices that control the Station's defence shields and other sections to totally disable the craft and render it harmless.

Icons Available - Flight, Heat Vision, Super Breath and Telescopic Vision.

Bonuses can be achieved by destroying various parts of the ship.

Having rendered the Ship harmless Superman flies inside the Satellite Station to be confronted by scores of fighting Lexcorp Robot Commandos. The Robots, now very annoyed after Superman's external attack of their defences, do their best to stop him flying down the central corridor to the Station's core where the geo-disruptor is located. The destruction of this is Superman's final battle for the day - everyone can now sleep easy as once again Superman saves the day.

Icons Available - Flight, Super Punch, Heat Vision, Super Breath and Super Kick.

At the end of the game your score, if high enough, will be displayed and may be saved to go forward to "The High Score Scoreboard".

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